

WARHAMMER ARMIES: DARK ELVES

Official Update Version 1.3

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules that require amendments to be made in older versions of our army books. When such issues arise we feel that it is important to deal with them as promptly as we can and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in Magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your army book, this is by no means necessary – just keep a copy of the update with your army book.

ERRATA

Page 64 and Page 90 – Malekith, Special Rules
Add “Druchii Sorcery”.

Page 70 – Kouran of the Black Guard, Special Rules, Warrior Elite:
Change “Black Guard” to “Kouran”

Page 92 – Lokhir Fellheart, Equipment
Add “Heavy Armour”.

Page 101 – Caledor's Bane.
Change the first sentence to “Lance. +3 Strength on the charge instead of +2.”

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the Warhammer rulebook.

Page 89 – Army List entry
Ignore this page and use the rules for “Choosing Your Army” in the Warhammer rulebook.

Page 43 – Eternal Hatred
Change “[...]Dark Elves may[...]” to “[...]models with this rule[...]” Ignore the last sentence.

Page 45 – Slavers
Add “Against opponents that have Swiftstride, the Dark Elf player may force the opponent to re-roll the highest of the 3D6 they roll, before it is decided which two dice will be used.”

Page 45 – Repeater Handbow
Ignore the second paragraph. Instead the Rules for the Repeater Handbow should read: “Rules: 2x Multiple Shots (4x Multiple Shots if used as a pair), Quick To Fire.”

Page 51 – Cauldron of Blood
Replace the rules for the Cauldron of Blood with the following:

	M	WS	BS	S	T	W	I	A	Ld
Cauldron of Blood	-	-	-	-	10	4*	-	-	-
Hag Attendant	5	4	4	3	3	1	6	2	8
Death Hag	5	6	6	4	3	2	8	3	9

Unit Type: War Machine

Crew: The Cauldron has a crew consisting of a Death Hag and two Hag Attendants.

*Remove one Hag Attendant when the first wound is inflicted on the Cauldron of Blood, the second Hag Attendant when the second wound is inflicted, but only remove the Death Hag when the fourth wound is inflicted as, unlike the other crew, she has two wounds not just one.

Special Rules

Khainite, Ward Save (4+), Terror, Frenzy, Eternal Hatred, Magic Resistance (1).

Cauldron of Blood: The Cauldron receives two attacks for each Hag Attendant, and three attacks for the Death Hag, instead of one attack per crew model as would normally be the case for a war machine. Add +1 to the number of attacks received by each crew model as long as they are Frenzied. All attacks are Poisoned

Attacks. Use the best **Weapon Skill**, armour and ward saving throw available to any surviving member of the crew against all wounds that are suffered by the Cauldron. The Blessings of Khaine and Altar of Khaine special rules are used unchanged.

Page 55, 95 – Harpy
Change “Flying Unit” to “Fly”.

Page 58 – War Hydra, Special Rules
Change the Beastmasters special rule to “Beastmasters: The bulk of the War Hydra makes a great shield for the Beastmasters that drive it, protecting them from missile fire and close combat attacks. Wounds that would normally be randomised between the War Hydra and its handlers are instead all applied against the War Hydra.”

Page 58 – War Hydra, Special Rules, Fiery Breath
Change the first sentence to “The War Hydra has a **Breath Weapon** with the **Flaming Attacks** special rule.”

Page 58 – Beastmaster’s Scourge
Change the second paragraph to “The Beastmaster’s Scourge is a special close combat weapon with the following profile:

Name	Range	Strength	Special Rules
Beastmaster Scourge	Combat	As user	Extra Attack; Armour piercing”

Page 62 – Druchii Sorcery
Change to “Druchii Sorcery: Dark Elf Wizards may use any number of power dice to cast spells, they are not limited to a maximum of six power dice like other Wizards.”

Page 63 – The Lore of Dark Magic
Ignore “If you roll the same spell twice, roll again.”

Page 64 – Cirlet of Iron
Change to “Malekith gains one extra power dice in the Dark Elves’ Magic phase and one extra dispel dice in the opponent’s Magic phase. These extra dice count against the power/dispel limit, but may only be used by Malekith. You may want to use a different coloured dice, so that they are easy to spot.”

Page 67, 92 – Malus Darkblade, Equipment
Add “Sea Dragon Cloak”.

Page 91 – Character Mounts
Ignore the following sentence: “A model mounted on a Black Dragon (including Malekith) or a Master (but not a Dreadlord) mounted on a Manticore takes up one additional Hero ‘choice’ you are allowed to make.”

Page 93 – Cauldron of Blood, Special Rules
Ignore “War Machine”, “Poisoned Attacks” and “Attendants”
Add “Cauldron of Blood”

Page 95 – Dark Elf Assassin
Replace “Assassins are characters but do not fill any character or Core selections in your army.” with “Assassins are character units. Their points are included in the total points value of the army, but do not count towards the minimum or maximum number of points allowed for any category of unit (Lords, Heroes, Core, Special or Rare).”

Page 99 – Rending Stars
Replace “Thrown weapon” with “Quick To Fire”.

Page 99 – Witchbrew
Change second sentence to “Enemy units cannot claim combat resolution bonuses for flank or rear attacks, or higher ground if they are only fighting a unit affected by Witchbrew.”

Page 100 – Common Magic Items.
Note that if a Magic Item is listed in both an army book and the Warhammer rulebook, use the points value given in the Army Book, with the rule printed in the Warhammer rulebook.

Page 101 – Executioner’s Axe
Change “Strikes last” to “Always Strikes Last”.

Page 102 – Null Talisman
Change the second sentence to “Models may carry multiple Null Talismans, and their effects are cumulative.”

Page 102 – Ring of Hotek
Change to “Any Wizard (friend or foe) within 12” of the wearer, attempting to cast a spell must roll on the Miscast table on any roll of a double. Note that this will still only cast a spell with irresistible force on a roll of double 6.”

Page 103 – Darkstar Cloak
Change to “The cloak gives the Sorceress +1 power dice in each Magic phase. The extra dice counts against the power limit, but may only be used by the Sorceress. You may want to use a different coloured dice, so it is easy to spot.”

FAQs

*Q. Can the blessings from the **Cauldron of Blood** be used on a Hydra? (p51)*

A. Yes.

*Q. Does a unit affected by multiple **Black Dragons’ Noxious Breath** attacks have to pass multiple Ld checks to charge? (p57)*

A. Yes, take one test per **Breath** attack that inflicts casualties.

Q. Does an **Assassin** that is revealed in a round of close combat that is not the first get to re-roll his attacks due to Hatred? (p61)

A. No.

Q. What happens to models that are displaced by an **Assassin**? (p61)

A. They are moved to the back rank of the unit.

Q. Do attacks made by a **Bladewind** spell benefit from special rules that apply to the caster (Hatred, for example)? (p63)

A. No.

Q. Do the extra dice generated by **Power of Darkness** count against the number of dice in the dice pool? (p63)

A. Yes.

Q. If **Power of Darkness** dice are lost as a result of a miscast, or because the dice pool has reached its limit, and are not used to cast a spell, do they inflict S4 hits? (p63)

A. No.

Q. Can a Dark Elf Sorceress use a dice from the **Power of Darkness** spell to cast a spell where she cannot possibly succeed, to avoid damage from the leftover dice when the phase ends? (p63)

A. Yes.

Q. Does **Morathi's Enchanting Beauty** special rule affect friendly Dark Elf models as well as the enemy? (p65)

A. Yes.

Q. **Shadowblade** has both Poisoned Attacks and Dark Venom in his entry. Does Dark Venom replace the effects of Poisoned Attacks, as per a normal Assassin? (p68)

A. The Poisoned Attacks rule is there to cover Shadowblade's rending stars. His hand weapons use the Dark Venom rule.

Q. If a unit destroyed by **Lokhir Fellheart** is worth some extra bonus points, are those points doubled too? (p69)

A. No.

Q. Is a **Death Hag** allowed to choose items from the Temple of Khaine marked as Hags Only? (p93)

A. Yes.

Q. Can **Tullaris** or **Kouran** be chosen on their own? (p96-97)

A. No.

Q. In combining **Manbane** and **Rending Stars** which ability happens first, the +1 Strength from the Stars or the raising of the basic Strength to +1 above the target's Toughness? (p99)

A. The player whose turn is taking place chooses.

Q. If a model suffers more than one wound from the **Venom Sword** in one combat round, does it have to roll just once to see if it takes extra wounds or once per wound? (p99)

A. Once per wound.

Q. If Hellebron or a Death Hag with **Witchbrew** move from one unit to another during the game, do the effects of the Witchbrew 'stick' to the unit they leave and also spread to the new unit they join, or do they affect only the unit the character is in at the moment? (p99)

A. Only the unit the Hag is with after deployment benefits from the effects of the brew. If the Death Hag or Hellebron are not deployed in a unit, the brew will only affect them. If Hellebron is deployed on her Manticore, both are affected by the brew.

Q. Can an un-revealed Assassin use his **Cloak of Twilight** to teleport another character? (p99)

A. No.

Q. When is **The Guiding Eye** used? (p100)

A. Declare that you will use it after the character and any unit he has joined rolls to hit, but before rolling to wound.

Q. How are the attacks generated by **Hydra's Teeth** and **Bladewind** allocated? (p100)

A. Roll for the number of attacks and then allocate the ones you are allowed against characters or champions. Any remaining attacks are allocated by the attacker against models in the unit that are not characters or champions.

Q. Does **Lifetaker** get the Armour Piercing special rule as per other Dark Elf repeater crossbows? (p101)

A. No.

Q. Do attacks from **Lifetaker** count as magical attacks? (p101)

A. Yes.

Q. Does the **Pendant of Kaeleth** automatically fail on a 1? (p102)

A. No.

Q. Does the **Pendant of Kaeleth** work on attacks without a Strength value, or that are reflected by magic items? (p102)

A. No.

Q. Can only one model in the army have a **Null Talisman**? (p102)

A. Yes, but he may carry more than one.

Q. Can a **Focus Familiar** be placed in a building? If so, does the Sorceress count as if she herself were inside? (p103)

A. Yes to both questions.

Q. How long does the marker for a **Focus Familiar** remain? (p103)

A. Until the beginning of the owner's next Magic phase.

Last updated 7th April 2011